

	L #	Hit	S arch Text	DB
1	L1	216	361/788.ccls.	USP AT; US-P GPU B
2	L2	134	1 and (back\$1plane\$1 mid\$1plane\$1)	USP AT; US-P GPU B
3	L3	58	2 and (perpendicular\$2 orthogonal\$2)	USP AT; US-P GPU B
4	L4	20	3 and switch\$3	USP AT; US-P GPU B
5	L5	38	3 not 4	USP AT; US-P GPU B
6	L6	0	2 and ('90.degrees.')	USP AT; US-P GPU B
7	L7	0	2 and ('90.degree.')	USP AT; US-P GPU B

	L #	Hit	S arch T xt	DBs
8	L8	19	2 and (right adj angle\$1)	USP AT; US-P GPU B
9	L9	272	361/790.ccls.	USP AT; US-P GPU B
10	L10	75	9 and (perpendicular\$2 orthogonal\$2)	USP AT; US-P GPU B
11	L11	23	10 and (switch\$3 logic)	USP AT; US-P GPU B
12	L12	14	9 and (right adj angle\$1)	USP AT; US-P GPU B
13	L27	5	3 and (logic not 4)	USP AT; US-P GPU B
14	L28	5	(3 and logic) not 4	USP AT; US-P GPU B

	L #	Hit	S arch T xt	DBs
15	L29	503	361/785.ccls.	USP AT; US-P GPU B
16	L30	22	9 and (back\$1plane\$1 mid\$1plane\$1)	USP AT; US-P GPU B
17	L31	9	30 and (switch\$3 logic)	USP AT; US-P GPU B
18	L32	70	2 not (3 4 8)	USP AT; US-P GPU B
19	L33	42	32 and (switch\$3 logic)	USP AT; US-P GPU B
20	L34	44	10 not (11 12)	USP AT; US-P GPU B
21	L35	228	29 and (perpendicular\$2 orthogonal\$2 (right adj angle\$1))	USP AT; US-P GPU B

	L #	Hits	Search T xt	DB
22	L36	85	35 and (switch\$3 logic)	USP AT; US-P GPU B
23	L37	75	36 not (4 11 27 31 33)	USP AT; US-P GPU B
24	L38	143	35 not 36	USP AT; US-P GPU B
25	L39	511	361/803.ccls.	USP AT; US-P GPU B
26	L40	175	39 and (perpendicular\$2 orthogonal\$2 (right adj angle\$1))	USP AT; US-P GPU B
27	L41	57	40 and (switch\$3 logic)	USP AT; US-P GPU B
28	L42	118	40 not 41	USP AT; US-P GPU B